

CLAIMS

What is claimed is:

1. A machine-readable medium including machine-readable instructions that, if executed by a computer system, cause the computer system to perform a method comprising:
 - broadcasting a gaming invitation from a host;
 - enabling the host to play a first game with an invitee in response to the invitee accepting the gaming invitation; and
 - enabling the host to accept or reject a request to join the first game from a crasher.
2. The medium of claim 1, wherein the method further comprises transferring host privileges to the invitee in response to the host signing off.
3. The medium of claim 1, wherein the method further comprises determining if a second game is in progress in response to the invitee rejecting the invitation.
4. The medium of claim 3, wherein the method further comprises requesting to join the second game in response determining that the second game is in progress.
5. A system comprising:
 - a processor to execute a game;
 - a display to provide video feedback associated with the game; and

a memory region including instructions that, if executed by the processor,
cause the system to transfer a host privilege from a host to a player in
response to the host signing off the game.

6. The system of claim 5, wherein the host privilege includes a right to accept or reject a request from a crasher to join the game.
7. A machine-readable medium including machine-readable instructions that, if executed by a computer system, cause the computer system to perform a method comprising:
 - determining that a game is in progress; and
 - joining the game if a host of the game accepts a request to join the game.
8. The medium of claim 7, wherein the method further comprises determining that the game is in progress in response to broadcasting a gaming invitation.
9. The medium of claim 8, wherein the method further comprises re-broadcasting the gaming invitation in response to the host rejecting the request.
10. The medium of claim 8, wherein the method further comprises sending the request to join the game in response to broadcasting the gaming invitation.

11. The medium of claim 7, wherein the method further comprises sending the request to join the game in response to broadcasting a gaming invitation.
12. A system comprising:
 - a processor to execute a game; and
 - a memory region including instructions that, if executed by the processor, cause the system to enable a user to accept or reject a broadcast gaming invitation from a host computer according to a predefined condition.
13. The system of claim 12, wherein the predefined condition includes a time of day.
14. The system of claim 12, wherein the predefined condition includes a type of the game.
15. The system of claim 12, wherein the predefined condition includes an identity of the host computer.
16. The system of claim 12, wherein the predefined condition includes a configuration of the host computer.
17. The system of claim 12, wherein the predefined condition includes a location of the system or a location of the host computer.